

hack//ENEMY™

DOT TRADING CARD GAME

Sample Game

In these abridged rules for the sample game of **hack//ENEMY**, only four card types are included. There are six card types in the complete game. These rules are designed to show you how to play with the two 40-card sample decks (the complete game features 60-card decks).

Card types

Monsters attack your opponent for victory points. **PCs** defend against monsters and use **items** to enhance their strength. **Actions** are revealed to surprise your opponent.

Monster

Monster cards represent the creatures that you use to attack your opponent's PCs. Monsters provide **victory points** when they successfully attack. When you have 7 victory points in your score pile, you win the game. Each monster has a **species**, which may be referred to by some other cards.

Some monsters are **storable**, which means you can play them to your portal to save up for a big attack.

Most monsters have a **reward**, which you can use when that monster wins a fight.

PC

PC cards represent player characters (or "PCs") in the online game "The World." They are your defense against your opponent's monsters. PCs have a level (in the first expansion set, all PCs are level 1). Each PC has a class.

There are six different PC classes: Twin Blades, Long Arms, Wavemasters, Heavy Blades, Heavy Axemen, and Blademasters.

Item

Item cards represent the weapons and armor your PCs find while adventuring in "The World." Most items play on only one class of PC.

Place the items a PC is bearing (carrying) beneath the PC card, with the numbers at the left showing.

Item cards have a level (in the first set, items are level 1, 2, or 3).

Items also have a subtype (in the first set, that subtype is either weapon or armor). A PC may bear only one weapon and only one armor at a time.

Action

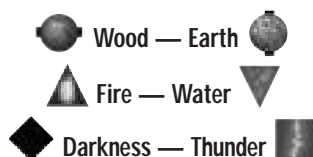
Action cards represent special skill-based attacks or other things that happen in the game.

Actions are played face down. Each action card tells you when to flip it face up and what it does.

Actions are "one-shot" cards. You flip over an action card, its game text has an effect, and then you place it in your discard pile.

Elements

Many cards have an element (some do not). The element of a card indicates the natural phenomenon from which the card draws its power. There are six different elements.



Sometimes elements are represented in game text like this: Wood ◆, Earth ◼, Fire ▲, Water ▼, Darkness ◆, and Thunder ⚡.

How to win the game

When you have seven or more victory points in your score pile, the game is over and you win.

Also, when either player draws the last card from his or her deck, the game ends at the end of that turn and the player with the most victory points wins. If you both have the same number of victory points, the game is a draw.

Preparing for play

Shuffle your deck. Allow your opponent to cut it.

Both players cut to a random card in their decks. Look at the destiny numbers of the cards revealed. (Each card has a yellow destiny number in its upper right corner.) Highest goes first (if tied, cut again).

Each player draws four cards for his or her hand.

The first player completes all the actions in his or her turn, and then the other player takes a turn. Turns alternate in this way until one player wins.

Sequence of play

A player follows this sequence when he or she takes a turn:

- Draw Step
- Play Step
- Attack Step (if needed)

Draw Step (draw a card)

At the start of each of your turns, draw a card from your deck and add it to your hand.

Then, you must **reconcile** your hand as follows:

If you have more than five cards: You must choose and discard cards from your hand until you have only five.

If you have fewer than five cards: Draw cards from your deck until you have five in your hand.

If at any time you cannot draw a card because your deck is empty, reshuffle your discard pile to make a new deck.

Play Step (play a card)

Generally, you may play only one card on your turn. Sometimes a card lets you play more than one.

Requirements

You must meet any "to play" requirements on the card you play. Some cards require you to *spot* other cards (see *spotting* below).

Play limits

Some types of cards have a limit on how many of those cards can be in play at one time:

- Each player may have only three PCs.
- Each player may have only five hidden cards.
- Each PC may bear only one of each subtype of item (one armor, one weapon, and so on).
- Each player may have only one of each PC (your opponent may also have the same PC).

When a play limit is reached, that doesn't prevent you from playing a card of that type. However, a card of the appropriate type must be sacrificed in order to "make room" for the new card. (To sacrifice a card, spot one of your cards in play and place that card in your discard pile.)

Play a card

You must do one (and only one) of the following:

- Play a PC
- Play an item
- Play a monster
- Play a hidden card
- Discard your hand (if it is your first turn)

Play a PC — A PC is played to the table, face up in front of you. Play limits specify that each player can have a maximum of three PCs in play. A player can only have one PC of a given card name in play, though an opponent can also have that PC.

When you play a PC, you can either use an available slot against your three PC maximum, or you can **replace** one of your PCs already in play. To replace a PC, sacrifice it and replace it with the new PC to be played. Items transfer to the new PC if that PC is a legal bearer (as indicated in the "To Play" boxes on the items). Otherwise, items on the replaced PC are also sacrificed.

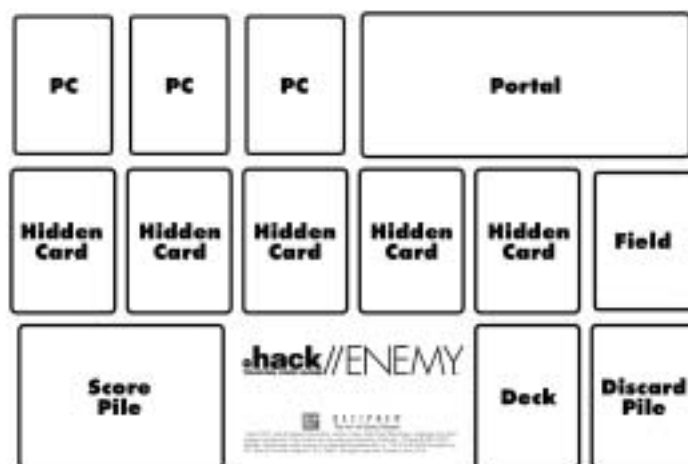
When a PC is played, that PC is **healthy**. A PC in play may become **wounded**. When a PC is wounded, turn that card (and any cards it bears) sideways 90 degrees. If you **heal** that PC, turn those cards back upright again. Only a wounded PC can be healed.

If a wounded PC is wounded again, that PC is destroyed (along with all items that PC bears). (To destroy a card, spot that card in play and place it in its owner's discard pile.)

You can replace a wounded PC with another copy of that PC and effectively heal that PC, since the new copy is played healthy.

Play an item — An item is played to the table, face up under a PC. That PC is that item's "bearer." Play limits specify that a PC may bear only one of each subtype of item.

Most items have game text that you use when you play that item. Then, put the item card underneath your PC card with just the left edge showing.



The card type icons in the upper left hand corner of items say either "IA" for "Item – Armor" or "IW" for "Item – Weapon." Make sure you have no more than one weapon and one armor on each PC.

You must meet any "to play" requirements on an item before you can use any "when you play this item" game text on it.

Play a hidden card/action — A hidden card is played to the table, face down in front of you. Play limits specify that you can have only five hidden cards.

You can play any card as a hidden card. An action can only be played as a hidden card.

Though action cards play face down, they tell you when you can flip them. When you flip an action, do what that card says, and then place it in your discard pile.

Each player may have only five hidden cards. If you play a sixth hidden card, you must sacrifice one of your five hidden cards.

Play a monster — A monster is played to the table, face up in front of you. When you play a monster, you either attack with it or, if it is **storable**, you can place it in your portal instead. When you attack with a monster, an Attack Step takes place.

The **portal** is a space on the table designated to hold monsters. A monster in your portal is usually available to fight with another monster on a later turn. The storable monster usually states when it can join another monster in an attack. Other cards can allow monsters in your portal to attack.

Some monsters have a dot (•) before their card names, indicating that they are **unique**. Only one copy of a unique monster can be in play. Unlike other play limits, a unique monster in play prevents another copy of that monster from being played.

Monsters in portals and in score piles are in play, so while your opponent has a copy of a unique monster in his or her score pile, you can't play a copy of that same monster.

Discard your hand

On your first turn, you can discard your hand. This allows you to draw five cards during your next Draw Step since you reconcile your hand to five cards.

Attack Step

An Attack Step takes place when you play a monster to attack (as opposed to playing a storable monster to your portal). Place the monster in front of your opponent's PCs to signify the attack.

If you want to use any game text that allows monsters in your portal to join the attack, declare this now by moving those monsters from your portal in front of your opponent's PCs.

Defender may avoid

Your opponent must decide whether to fight your monsters or avoid the attack. This is an

all-or-nothing decision, and your opponent cannot decide to avoid some monsters and fight others. If your opponent has no PCs in play, then he or she must avoid your attack.

If the monsters are avoided: You may use the reward on each of your monsters, and each monster with one or more victory points is scored (see below). Your turn ends.

If the monsters are fought: Proceed with the battle.

Assign fights

Your opponent must now assign one attacking monster and one of her PCs to fight.

If there are both an unassigned monster and an unassigned PC remaining, your opponent must assign these to a second fight. If there is a third PC and another unassigned monster remaining, your opponent must assign a third fight.

Your opponent assigns a fight by moving a monster next to its assigned PC. Each PC may be assigned no more than one monster at this time, and each monster no more than one PC. There may be unassigned monsters remaining at this point.

Your opponent can move attacking monsters around the table to help in considering fight assignments. No assignment takes place until your opponent declares that the positioning of assigned monsters and PCs is complete.

Assign extra attackers

If there are still unassigned attacking monsters, you must now assign each of these to an existing fight, thereby assigning more than one monster to that fight. No assignment of extra attackers takes place until you declare their positioning complete.

Resolving fights

The defending player determines the order fights are resolved. One fight is completely resolved before the next fight is resolved.

To resolve a fight, compare the PC's strength to the combined strength of all monsters in that fight. However, before strengths are compared, players may flip actions and then both players draw destiny.

Generally, only the defending player has actions to flip during a fight. Strength bonuses from actions last for the duration of the fight. Remember to place an action in your discard pile after you flip it.

Draw destiny

After actions are flipped, both players draw destiny. When you draw destiny, reveal the top card of your deck, note its destiny, and discard it. Add that card's destiny to the strength of your PC or to the combined strength of your monsters, as appropriate.

You must always draw destiny. If you cannot draw a destiny card because your deck is empty, reshuffle your discard pile to make a new deck.

Compare strength

If the PC strength total is higher: The PC wins and the losing monster (or monsters) is destroyed. That fight is now over.

If the monster strength total is higher or there is a tie: The PC loses and takes a wound (turn the PC card sideways). (See *tolerance* below.)

If a wounded PC loses a fight, that PC is destroyed (destroy all cards on that PC).

Each of your monsters in this fight wins and you may use its reward (see *reward* below). After you have used any rewards, choose only one of the winning monsters in this fight that has a victory point to be scored. Place that monster in your score pile. Place your other monsters in this fight in your discard pile. If no winning monster has a victory point, place them all in your discard pile. That fight is now over.

When all fights are resolved, the turn ends.

Other important rules

Reward

Each monster that is avoided may use its reward. Also, when any monster wins a fight, you may use that monster's reward. (Some monsters do not have a reward.)

Each reward is optional. You may choose not to use it if you don't want to.

When more than one monster wins a fight, each of those winning monsters may use its reward (you choose the order in which your monsters' rewards are used).

Scoring monsters

Each of your attacking monsters that has one or more victory points that your opponent avoided is scored. Place that monster in your score pile with its victory points showing. A monster without a victory point that is not defended is placed in your discard pile after you use its reward.

Also, when a group of monsters wins a fight, you may select one monster from that fight that has one or more victory points to be scored (other monsters in that fight are destroyed).

Storable monsters

Some monsters have the keyword **storable**. When you play a storable monster, you may place that monster in your **portal** (an area to the side of the table) instead of attacking.

On a later turn, the game text of another card (or on that monster itself) may allow one or more of your monsters in your portal to attack. This is how to make an attack with many monsters on the same turn.

Tolerance



Some cards give a PC **tolerance**, shown as one or more silver icons. The total number of silver icons a PC has on his or her card and all items that PC bears is that PC's tolerance.

If a PC loses a fight by his or her tolerance or less, that PC is not wounded. To determine how much a PC loses a fight by, subtract the PC's strength from the total monster strength in the fight.

A PC with a tolerance of 1 who loses a fight by 1 (or less) is not wounded; a PC with a tolerance of 2 who loses a fight by 2 (or less) is not wounded, and so on.

Spotting

When you are required to spot something, you must be able to see it in play. You may spot that thing on items borne by PCs, on a field, in score piles, or on monsters in portals.

You cannot spot the cards in any player's hand, deck, or discard pile. You can spot a hidden card, but only if a card requires you to spot a hidden card. For example, if a card requires you to spot a goblin, you cannot spot a hidden goblin.

You may spot your cards and your opponent's cards (unless the game text says otherwise).

If your monster requires you to spot ▲▲▲▲ to play, you may spot one ▲ on your PC's weapon, one ▲ in your score pile, one ▲ in your opponent's portal, and one ▲ on your opponent's field.

You can't spot the little element icons in game text. They tell you which of the bigger icons to look for.

Sample Game Deck Lists

Deck A

Adian's Rod x2
Air Wand x3
BT x3
Elk x3
General Armor x4
Gladiator x3
Heavy Metal x4
Juk Rom x3
La Repth
Mistral x3
Noble Cloak x2
Ochimusha x4
Swordmanoid x4
Tetra Armor

Deck B

Alpha Ichigoro x3
Baby Worm x2
Chicken Hand x3
Crim x3
Ectoplasm x2
Fiend Menhir x3
Firedrake Mail
Gardenia x3
Lavaman Spear x3
Magical Goblin x4
Noisy Wisp x3
Parasite Dragon x2
Water Spear x3
Wood Harpy x2
Wyrm Hide x3



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